

Level 3 Beebots Activity

Beebots would be used to develop awareness of the language of direction and location, as well as simple angles.

To begin, students would be given the opportunity to have some 'free play' with the Beebots, discovering what they do and, more importantly, how the students can make them do what they want.

After some time discovering how to manipulate the Beebots, making them move and turn, students work in pairs with the mats to make Beebots travel from one point to the next. Some of these 'journeys' could be:

- trying to find the shortest route
- making the journey while passing specific locations on the mat

Next, the students would be required to create their own path on the mats, or create their own mats. Using specific direction language (eg forward, left turn, right turn, back) and possibly the use of turns of a given degree (90, 180, 270, 360), pairs would create a path and write instructions to enable others to recreate that same path. Then pairs would swap instructions and try to accurately mimic the journeys created.

One way that students could create their own mats would be through the use of stories, such as 'Rosie's Walk' or 'Are We There Yet?' Students could design a mat based on the story, and have their Beebot follow the path from the narrative.

Finally, students could also create a game, using blank dice or cards, where competitors need to travel from start to finish using instructions based on a die roll or from selecting a card from the pack – maybe even a version of 'Snakes and Ladders'.

AusVELS

Level 3

Location and transformations

- Create and interpret simple grid maps to show position and pathways

Geometric reasoning

- Identify angles and measures of turn and compare angle sizes in everyday situations

Level 4

Location and transformations

- Use simple scales, legends and directions to interpret information contained in basic maps

Geometric reasoning

- Compare angles and classify them as equal to, greater than or less than a right angle